

Chronicles of Darkness

Cheat Sheets

fanmade



revised storytelling
system reference



Time (p. 73)

- **Turn** — About three seconds. Single instant action.
- **Scene** — Single, specific event.
- **Chapter** — One game session.
- **Story** — Entire tale, dramatic arc of related events.
- **Chronicle** — Collection of interlinked stories.

Rolling Dice (p. 68)

Roll Attribute + Skill +/- Modifier (not to exceed +/-5)

- 8, 9 = Success; 10 = Success plus reroll
- 5 Successes = Exceptional Success
- Normal Difficulty Mod / Equip Bonus = +/-3
- Extreme Difficulty Mod / Equip Bonus = +/-5
- If dice pool is less than 1: Roll a Chance Die (10 = Success and Re-roll, 1 = Dramatic Failure)

Roll Results

Success: One (1) success or more.

Failure: No successes.

Exceptional Success: Five (5) successes or more. Gain a Beneficial Condition (usually "Inspired").

Dramatic Failure: Roll 1 on Chance Die. Once per scene may turn Failure into Dramatic Fail. Take a Beat.

Actions

- Instant Action = 1 turn. Usually only need 1 success.
- Reflexive Action (like defending or resisting) = 0 turn.
- Contested Action = Both roll, highest successes win, Instant for initiating character, reflexive for defender.
- Resisted Action = Roll Instant Action minus opponent's Resistance Attribute (Resolve, Stamina, Composure. (used if # of successes is important)

Extended Actions

Roll Attribute + Skill +/- Modifier multiple times.

Maximum Rolls = Attribute + Skill +/- Modifier.

- 5 Successes Req = Reasonable for competent
- 10 Successes Req = Difficult, realistic for professionals
- 20 Successes Req = Very difficult even for very skilled

Roll Results

Dramatic Failure: Effects of Failure, plus first roll on a further attempt suffers 2-die penalty.

Failure: Setback. Abandon action or take a Condition. Lose accumulated successes.

Success: Add successes to running total to reach Req.

Exceptional Success: Either reduce Req to by Skill dots, or reduce time of each further roll by 1/4, or apply Exceptional Success result to the action upon completion.

Permutations (p. 72)

- **9-Again:** You reroll dice that show 9 or 10.
- **8-Again:** You reroll dice that show 8, 9, or 10.
- **Extra Successes:** Add to a successful roll (usually for Weapon damage).
- **Rote Actions:** Reroll any unsuccessful dice once. If chance die don't reroll a dramatic failure.
- **Successive Attempts:** Non- Extended. If time is not an issue successive attempts use your full dice pool. If time is short or situation is tense, each subsequent attempt has a cumulative one-die (-1) penalty.
- **Teamwork:** Primary actor assembles dice pool. Secondary actors roll same pool first. Each success adds dice to Primary Actor. Secondary Actor dramatic failures penalize Primary Actor by four (-4) dice.

Willpower (p. 73)

Once per action: Willpower point = +3 to roll (or +2 to Resistance)

Once per scene, indulging:

- Vice = Regain one (1) spent Willpower point.
- Virtue = (if posing difficulty or risk) Regain all Willpower points, Max: twice (x2) per game session.

Experience (p. 76)

Five (5) Beats converts to one (1) Experience.

Beats Gain Beats when:

- Fulfill an *Aspiration*. Replace at end of session.
- Resolve a *Condition*, per *Condition's* criteria.
- Some *Conditions* provide *Beats* for other actions.
- If *Persistent Condition* impacts life (once per chapter).
- Suffer a Dramatic Failure.
- Opt to take a Dramatic Failure instead of a Failure.
- Takes lethal damage in one of rightmost Health boxes. Vampires do not gain *Beats* from bashing.
- At the end of any game session.
- Risk a *Breaking Point*.
- *Social Maneuver* fails and worsens *Impression level*.
- Target "Goes With the Flow" on a *Social Maneuver*.
- Surrender when *Beaten Down*.

Experience Costs

Attribute: 4 Experiences per dot

Merit: 1 Experience per dot

Skill Specialty: 1 Experience

Skill: 2 Experiences per dot

Integrity: 2 Experiences per dot

Conditions (p. 75)

Resolve a Condition = Beat. If Condition has a natural time limit and then fades away, no Beat is taken.

Persistent Conditions can only be resolved with specific and impressive effort.

Lingering Conditions fade if no longer relevant.

Condition	Effects	(p. 288)
Amnesia (<i>persistent</i>)	Missing memory. Res: Something problematic arises.	
Blind (opt <i>pers</i>)	Any rolls = chance die. -3 using another sense. + Blinded Tilt. Res: Immediate danger heightened.	
Broken	-2 to all Social and Resolve rolls, -5 to use Intimidation. Res: Back down or fail a roll due to Condition, regain or lose another dot of Integrity, exceptional success on a breaking point.	
Bonded	+2 on any rolls to influence or persuade bonded animal. Animal may add your Animal Ken to any rolls to resist coercion or fear when in your presence, or to any one die roll. Res: Animal dies.	
Connected	+2 to all rolls relating to connected group. Can shed Condition for one-time +3 bonus to influence or otherwise work with the group. Res: Condition shed, bridge burned.	
Crippled (<i>persistent</i>)	No use of legs. Speed trait = 1. Wheelchair Speed = Strength (or 3 for Electric). Res: Healed injury; or danger / severe inhibition due to the disability.	
Deprived (opt <i>pers</i>)	Suffers from an addiction, unable to focus without. Remove one die from Stamina, Resolve, and Composure dice pools. Res: Indulge in the deprived Vice, therapy.	
Embarrassing Secret	If the secret gets out, the Condition becomes the Notoriety Condition. Res: The secret gets out.	
Fugue (<i>persistent</i>)	Prone to blackouts and lost time due to trauma. When circumstances are similar to the traumatic cause: roll Resolve + Composure. Failure = Storyteller control for scene, will seek to avoid and get away. Res: Suffer the effects of the Condition. Regain or lose another dot of Integrity, or achieve an exceptional success on a breaking point.	
Guilty	-2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls. Res: Makes restitution; confesses to crimes.	
Informed	After research. Make non-combat roll related to the topic: if failed = now a single success; if success = now an exceptional success. Res: Use the Condition for its benefit.	
Inspired	Roll Action pertaining to inspiration: gain Willpower point, Exceptional Success on three successes instead of five. Res: Use the Condition for its benefit.	
Leveraged (" <u>name</u> ")	Blackmailed, tricked, leveraged. May have multiple. Res: Shed the Condition any time you don't rolling to resist that leveraging character's requests; or turn the tables on the person.	
Lost	Navigation = Successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness). Res: Abandoning the goal, successfully navigating.	
Madness (<i>persistent</i>)	Supernaturally caused madness. Once per chapter, storyteller can apply pool (10 - the character's Integrity) as a negative to any Mental or Social roll. Res: Character fails roll because of Condition, regains or loses another dot of Integrity, or achieves an exceptional success on a breaking point.	
Mute (<i>persistent</i>)	Illness, injury, or supernatural powers can inflict temporarily, resolved when voice regained. Res: Immediate danger heightened.	
Notoriety	True or not: -2 on any Social rolls against those that know. Must open one extra Door if his target knows of his notoriety. Res: Story is debunked or character's name is cleared.	
Obsession	9-again quality on all rolls abiding by the obsession, exploring that emotion, or pursuing the object of the obsession. When not, you lose the 9-again quality. Res: Fulfilling the obsession, therapy.	
Shaken	Any action where the fear might hinder: may opt to fail the roll (before rolled). This Condition can be imposed by a successful degeneration roll. Res: Fail a roll, as noted.	
Spooked	Seen something supernatural, captivated. Res: Shed Condition when fear and fascination causes to do something that hinders the group or complicates things.	
Steadfast	When you've failed a roll, instead treat the action as single success. If chance die roll a single die instead. Res: Use the Condition, as noted.	
Swooned (" <u>name</u> ")	May have multiple. -2 to rolls that adversely affect object of affection. Object of affection gains +2 on Social rolls against, the impression level (in social maneuvering) is one higher (maximum of perfect). Res: Put in danger by or for object; opt to fail a roll to resist a social action by the object.	

Improvised Conditions (p. 75)

Modifier between +2 and -2 dice to a certain type of action, or to any action taken with a certain motivation. Can also consist solely of roleplayed effects.

Can also allow exceptional success on three successes instead of five, or be set to resolve on a specific failed roll.

Can invent Conditions to offer Beats for roleplaying significant behavior, or for some mechanical effect such as a lingering penalty.

Breaking Points (p. 73)

- Violates personal or societal moral code.
- Witnesses something traumatic.
- Victim of a supernatural attack.

Roll Resolve + Composure +/- Modifier (not to exceed +/-5)

Modifiers

Integrity	Modifier
8-10	+2
7-6	+1
5-4	0
3-2	-1
1-2	-2

Breaking Point Modifier

<i>Meditated since sleeping but before now</i>	+2
<i>Character is protecting himself</i>	+1
<i>Acting in accordance with Virtue</i>	+1
<i>Protecting a loved one</i>	+2
<i>Acting in accordance with Vice</i>	-1
<i>Witnessing the supernatural (nonviolent)</i>	-1
<i>Witnessing the supernatural (violent)</i>	-2
<i>Witnessing an accidental death</i>	-2
<i>Witnessing a murder</i>	-3
<i>Committing premeditated murder</i>	-5
<i>Killing in self-defense</i>	-4
<i>Killing by accident (car wreck, e.g.)</i>	-4
<i>Causing visible serious injury to a person</i>	-2
<i>Torture</i>	-3
<i>Enduring physical torture</i>	-2
<i>Enduring mental/emotional supernatural attack</i>	-2
<i>Enduring physical supernatural attack</i>	-2
<i>Witnessing a supernatural occurrence</i>	-1 to -5,

Roll Results

Dramatic Failure: Lose Integrity dot, choose a Condition: Broken, Fugue, or Madness. Also, take a Beat.

Failure: Lose Integrity dot, choose a Condition: Guilty, Shaken, or Spooked.

Success: Choose a Conditions: Guilty, Shaken, or Spooked.

Exceptional Success: Take a Beat, regain a point of Willpower.

Combat Maneuvers (p.87)

Beat Down (opt): If Bashing = Stamina or Lethal = 1 take *Beaten Down* Tilt. Surrender to gain Willpower point and Beat. Opponent must spend Willpower to attack.

Bite: Humans (must Grapple first): -1 Weapon Mod (B). Animals/monsters: 0 to 4 Weapon Mod (L).

Disarm: Roll Strength + Brawl vs Strength + Athletics.

Roll Results

Success: Opponent drops weapon.

Exceptional Success: Attacker takes weapon.

Dramatic Failure: Take damage = to Weapon Mod.

Grapple: Attacker rolls Strength + Brawl - Defense.

Roll Results

Success: Both Characters are grappling.

Exceptional Success: Pick a move from below.

Each turn, on highest Initiative, both roll contested Strength + Brawl.

Roll Results

Success: Winner picks a move from below.

Exceptional Success: Winner picks two (2) moves.

- **Break Free** from the grapple. Succeeding is reflexive, character can take another action immediately.
- **Control Weapon**, either draw or turn opponent's weapon against them. Keeps control until opponent performs *Control Weapon* move.
- **Damage** by dealing bashing equal to rolled successes. If Controlling Weapon add weapon mod.
- **Disarm** the opponent, removing a weapon from the grapple entirely. Must *Control Weapon* first.
- **Drop Prone**, both characters go *Prone* (see Tilts). Must *Break Free* before rising.
- **Hold** opponent in place. Neither can apply Defense against incoming attacks.
- **Restrain**. Opponent suffers *Immobilized* Tilt. Must *Hold* first. Using equip to Restrain, can leave grapple.
- **Take Cover** using opponent's body. Any ranged attacks until the end of turn auto hit opponent.

Down and Dirty Combat (Opt.) (p.87)

Roll Combat pool vs Combat / Escape (reflex), ignore Def

Roll Results

Dramatic Failure: Same as Failure, plus opponent gains upper hand, achieving opposite of declared intent.

Failure: Opponent wins. If opponent rolled combat take Damage = difference in successes plus Weapon mod. Escapes.

Success: Deal Damage = difference in successes plus Weapon mod. Achieves intent (can incl killing).

Exceptional Success: Same as successes, plus point of Willpower.

Combat Summary Chart

(p. 91)

STAGE ONE: INTENT

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and become Beaten Down.

Stage Two: Initiative

- If the attacker springs an ambush or otherwise strikes when the defender isn't able to counter, the defender rolls Wits + Composure contested by the attacker's Dexterity + Stealth. If the defender fails, she doesn't act on the first turn of combat and cannot apply Defense against attacks.
- Everyone rolls Initiative: the result of a single die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

STAGE THREE: ATTACK

- **Unarmed Combat:** Strength + Brawl - opponent's Defense
- **Melee Combat:** Strength + Weaponry - opponent's Defense
- **Ranged Combat:** Dexterity + Firearms
- **Thrown Weapons:** Dexterity + Athletics - opponent's Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls *double* her Defense as a dice pool against each attack. Each success reduces the attacker's successes by one. If the attacker is reduced to zero successes, the attack does nothing. If the attacker has successes remaining, add any weapon modifier to the number of successes to determine how many points of Health the target loses. All weapons deal lethal damage.

STAGE FOUR: DESCRIPTION

The Storyteller describes the attack and wounds in narrative terms.

POSSIBLE MODIFIERS

- Aiming: +1 per turn to a +3 maximum.
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense.
- Armor Piercing: Ignores amount of target's armor equal to item's rating.
- Autofire Long Burst: 20 or so bullets, no target limit pending Storyteller approval. A +3 applies to each attack roll; -1 per roll for each target after the first.
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 to each attack roll; -1 per roll for each target after the first.
- Autofire Short Burst: Three bullets at a single target with a +1 to the roll.
- Charge: Move at twice Speed and attack with Brawl or Weaponry in one action; lose Defense.
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover."
- Cover: Subtract Durability from damage; if Durability is greater than the weapon modifier, the attack has no effect.
- Dodge: Double Defense, roll as a dice pool with each success subtracting one from the attacker's successes.
- Drawing a Weapon: Requires instant action without a Merit and could negate Defense.
- Firing from Concealment: Shooter's own concealment quality (-1, -2, or -3) reduced by 1 as a penalty to fire back (so, no modifier, -1, or -2).
- Offhand Attack: -2 to attack roll.
- Prone Target: -2 to hit in ranged combat; +2 to hit within close-combat distance.
- Pulling Blow: Target gains 1 Defense; the attack can't deal more than chosen maximum damage.
- Range: -2 at medium range, -4 at long range.
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire); -4 if grappling.
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5.
- Surprised or Immobilized Target: Defense doesn't apply.
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, but Defense does apply.
- Willpower: Add three dice to a roll or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance.

Tilts

(p. 287)

Personal Tilts	Effects
Arm Wrack	One arm: Drop anything held, suffer off-hand penalties for most rolls. Both arms: Chance die on rolls requiring manual dexterity, -3 to other Physical actions.
Beaten Down	Cannot take violent action in combat without spending Willpower. Can still Defend, Dodge, Flee.
Blinded	One eye: -3 to vision-related rolls. Both eyes: -5 to vision-related rolls, lose all Defense.
Deafened	One ear: -3 Perception rolls. Both ears: Chance die on Perception rolls, -2 to combat rolls.
Drugged	-2 Speed, -3 to combat rolls (including Defense and Perception). Ignore wound penalties.
Immobilized	No combat actions. Can't move or apply Defense.
Insane	+1 to combat rolls, act after everyone else, -3 to Social rolls, can't spend Willpower.
Insensate	No combat actions. Can move and apply Defense. Taking damage ends the Tilt.
Knocked Down	Lose action this turn (if it hasn't been taken), knocked prone. Can apply Defense, attack from ground at -2.
Leg Wrack	One leg: half Speed, -2 penalty on Physical rolls for movement. Both legs: Knocked Down, give up action to move at Speed 1, movement-based Physical rolls reduced to chance die.
Prone	Ranged and thrown suffer -2 Penalty. Standing Attackers gain +2 bonus.
Poisoned	Moderate: One point of bashing damage per turn. Grave: One point of lethal damage per turn.
Sick	Moderate: -1 to all actions. Penalty increases by 1 every two turns. Grave: As moderate, but also inflicts one point of bashing damage per turn.
Stunned	Lose next action. Half Defense until the characters next acts
Environmental Tilts	Effects
Blizzard	-1 penalty to visual Perception and ranged attack rolls, increased by 1 per 10 yards. -1 penalty to Physical rolls per four inches of snow.
Earthquake	Penalty to Dexterity rolls depending on severity. Take one to three lethal damage per turn, Stamina + Athletics downgrades to bashing.
Extreme Cold	Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage.
Extreme Heat	Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage.
Flooded	-2 to Physical dice pools per foot of flooding. Once water is over head, character must swim or hold breath.
Heavy Rain	-3 to aural and visual Perception rolls.
Heavy Winds	-3 modifier to aural Perception rolls. Winds rated between 1 and 5, severity acts as penalty to Physical rolls and deals that much bashing damage per turn, Dexterity + Athletics to avoid.
Ice	-2 Speed, -2 to Physical actions. Can move at normal speed but -4 Physical actions. Dramatic Failure causes Knocked Down; Drive rolls are at -5 and half Acceleration.

Armor Chart

(p. 270)

Type	Rating	Strength	Defense	Speed	Availability	Coverage
Reinforced clothing*	1/0	1	0	0	•	Torso, arms, legs
Kevlar vest*	1/3	1	0	0	•	Torso
Flak Jacket	2/4	1	-1	0	••	Torso, arms
Full Riot Gear	3/5	2	-2	-1	•••	Torso, arms, legs
Archaic Leather (hard)	2/0	2	-1	0	•	Torso, arms
Archaic Chainmail	3/1	3	-2	-2	••	Torso, arms
Archaic Plate	4/2	3	-2	-3	••••	Torso, arms, legs

Rating: General armor (Reduces total damage, starting with most severe) / Ballistic armor (downgrades # of Lethal firearms damage to Bashing)

Strength: If Strength is lower than that required, reduce Brawl and Weaponry dice pools by 1.

Defense: Penalty imposed on Defense when wearing the armor.

Speed: Penalty to Speed for the armor worn.

Coverage: Areas protected. Unless attacker targets a specific location, protection applies. Helmet adds head to coverage.

* Concealed, either as normal clothing (e.g. biker leathers) or being worn under a jacket or baggy shirt.

Weapons Chart

Ranged Type	Damage	Ranges	Clip	Initiative	Str	Size	Availability	Special	(p. 268)
Revolver, lt	1	20/40/80	6	0	2	1	••		
Revolver, hvy	2	35/70/140	6	-2	3	1	••		
Pistol, lt	1	20/40/80	17+1	0	2	1	•••	Ex: Glock 9mm	
Pistol, hvy	2	30/60/120	7+1	-2	3	1	•••	Ex: Colt .45	
SMG, small	1	25/50/100	30+1	-2	2	1	•••	Autofire (S,M,L)	
SMG, large	2	50/100/200	30+1	-3	3	2	•••	Autofire (S,M,L)	
Rifle	4	200/400/800	5+1	-5	2	3	••		
Assault Rifle	3	150/300/600	42+1	-3	3	3	•••	Autofire (S,M,L)	
Shotgun	3	20/40/80	5+1	-4	3	2	••	9-again on attacks	
Crossbow*	2	40/80/160	1	-5	3	3	•••	3 turns to reload	
Melee Type	Damage			Initiative	Str	Size	Availability	Special	
Sap	0			-1	1	1	•	Stun	
Brass Knuckles	0			0	1	1	•	Uses Brawl to attack	
Baton	1			-1	2	2	n/a		
Crowbar	2			-2	2	2	•		
Tire Iron	1			-3	2	2	••	+1 Defense	
Chain	1			-3	2	2	•	Grapple	
Shield (small)	0			-2	2	2	••	Concealed	
Shield (large)	2			-4	3	3	••	Concealed	
Knife	0			-1	1	1	•		
Rapier	1			-2	1	2	••	Armor piercing 1	
Machete	2			-2	2	2	••		
Hatchet	1			-2	1	1	•		
Fire Axe	3			-4	3	3	••	9-again, two-handed	
Chainsaw	5			-6	4	3	•••	9-again, two-handed	
Stake**	0			-4	1	1	n/a		
Spear***	2			-2	2	4	•	+1 Defense, two-hand	
Stun gun****	1			1	1	1	•	Stun****	

Type: General classification, can apply to anything similar. Ex: metal club might be an antique mace, or a hammer.

Damage: Bonus successes added to a successful attack. Melee always deals lethal. Firearms deal lethal against mortals.

Ranges: Short/medium/long ranges in yards. Medium range suffer a -1 penalty. Long range suffer a -2 penalty.

Clip: Rounds a gun can hold. "+1" indicates that a bullet can be held in the chamber.

Initiative: Penalty taken to Initiative. If using more than one weapon, take the higher penalty and increase by 1.

Strength: Minimum Strength needed to use a weapon effectively. Lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Fired one-handed, hidden in a hand; 2 = Fired two-handed, hidden in a coat; 3 = Fired two-handed but not hidden on one's person.

Availability: Cost in Resources dots or level of Social Merit needed to acquire.

Concealed: If not attacking with it, can add Size to Defense and as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon bonus to your dice pool when grappling.

Stun: Double the weapon bonus for purposes of the Stun Tilt (p. 212).

Two-handed: Using one-handed increases Strength requirement by 1.

* Can be used to deliver a stake through the heart (-3 penalty to attack rolls; must deal at least 5 damage in one attack)

** A stake must target the heart (-3 penalty to attack rolls) and must deal at least 5 damage in one attack.

*** The reach of a spear gives a +1 Defense bonus against opponents who are unarmed or wield weapons of Size 1

**** Stun gun bonus successes don't add to modifier for damage.

Armor-piercing: Subtract Piercing quality from Ballistic then General Armor, or from Durability of Cover.

Falling (p. 97)

- One (1) Bashing Damage per Meter Fallen
- If 30 Meters then 10 Lethal Damage flat

Electrocution (p. 96)

Automatic Bashing per Turn of Exposure.

If constant roll **Strength** each Turn. Failure = Damage

Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Objects (p. 96)

Structure = Durability + Size

Damage removes Structure

If Damage = Durability then -1 Penalty to use

If Structure = 0 then object Destroyed

Durability	Material
1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	Per reinforced layer

Size	Object
1	Handheld object or tool, Rodent
2	Infant, Cat, Sword, Shotgun, Skateboard
3	Mid-size Dog, Child, Window, Two-handed tool, Stool
4	Spear, Teenager, Chair
5	Adult, Door, Electric scooter
6	Large adult, Deer, Bicycle
7	Alligator, Bear, Coffin
8	Vault door, Compact car
10	Sports car, Moose
12	Shark, Luxury car
15	SUV, Elephant
20	Light airplane, Yacht, Semi truck
25	Dump truck, Houseboat, Tour bus, Semi trailer
30	Small house, Whale
40	Large house
50	Massive airliner
60	Small apartment building
80	Large apartment building, Big box store
100	Skyscraper, Shopping mall, Stadium

Fire (p. 98)

Automatically inflicts lethal damage per turn.

Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3

Heat of Fire	Damage Modifier
Candle (first-degree burns)	—
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

Chase Modifiers (p. 84)

Circumstance	Modifier
Opponent's Speed is higher than yours	+1
Opponent's Speed is twice yours	+3
Opponent's Speed is ten times yours	+5
Initiative modifier is higher than your opponent's	-1
Initiative modifier is twice your opponent's	-2
Initiative modifier is three times your opponent's	-3
Your character knows the territory	-1
Your character knows the territory intimately	-3
Size is lower than opponent's	-1
Opponent cannot be tired	+2
Environment is actively dangerous	+1 to +3
Opponent starts with one turn lead	+1
Opponent starts with two or more turns lead	+2

Environment Levels (p. 96)

Level = **Penalty** to All Action while exposed. After Stamina # of Hours: take Level as **Damage** each Hour.

Lvl Dmg Example Environs

0		Safe environment
1	B	Light snow, heavy storms; too cold to sleep safely; air pressure causes shortness of breath; sun can cause first-degree burns
2	B	Heavy snow; cold causes physical pain potential hypothermia; sun causes first degree burns, can cause second degree burns; minor radiation
3	L	Desert exposure; heat causing second-degree burns; moderate radiation
4	L	Desert sandstorm, severe hurricane, tornado, tsunami

Investigation System (p. 77)

Use when needing more depth. Casual investigations just use a single dice roll.

Quick Reference

- **Scope:** One (1) to five (5) clues, or at least half (1/2) and up to twice (x2) the number of planned chapters.
- **Determine Clue:** Work with players with questions like "what are you looking for?"
- **Interval:** Based on type of Activity, or on theme (one Clue per session = "season arc").
- **Pool:** Attribute + Skill +/- Modifier.
Cumulative -1 each time same Dice Pool used.
- **Uncover Clue:** Roll Pool as Instant Action

Roll Results

Dramatic Failure: Take a *Negative Condition*, and one (1) *Clue* from investigation gets the *Tainted* tag.

Failure: Find a *Clue* with the *Incomplete* tag.

Success: Uncover a *Clue* with one (1) base *Element*.

Exceptional Success: Uncover a *Clue* with two (2) base *Elements*, and create a *Condition* to benefit search (ex: Informed, Inspired).

Suggested Modifiers	Modifier
Crime scene over a day old	-1
Crime scene over a week old	-3
Crime scene over a year old	-5
Tenacious questioning	+1
Thorough canvassing	+2
Personal grudge	-2
Relevant superstition	+/- 1 to 3
Too emotionally invested	-2
Unrestricted access to the scene	+2
Someone tampered with the evidence	-1 to -5
Crime aligns with investigator's Virtue	+1
Crime aligns with investigator's Vice	-2
Lone investigator	-1
Rushed for time	-1 to -3

Clue Elements

Base: One (1) *Element*.

Exceptional Success: One (+1) additional *Element*.

Established by Specialist: One (+1) additional *Element*. **Specialist** = Skill of four (4) or Skill Specialty, once (x1) per Skill per Investigation.

(Opt) Spend Elements: +1 to relevant dice pool. Only spend *Elements* from one (1) *Clue* at a time, or *Clues* equal to Investigation Skill.

Clue Tags

Clues are *Tagged* via Failure and Dramatic Failure.

Incomplete: *Clue's Elements* may only be spent on dice pools to uncover more *Clues*, not on relevant rolls or to solve investigation.

Tainted (cumulative): Ignore the first success on Any Actions pertaining to the investigation. *Elements* spent give -1 instead of +1.

Uncovering the Truth

When required # of *Clues* (= to *Scope*) are available spend same # of *Elements* to solve investigation (no roll needed). For each *Element* short of the total (from spending the *Clue's Elements*) add a complication:

- Culprit has plausible deniability.
- Culprit has a viable escape plan.
- Culprit has a hostage.
- Characters risk legal consequences if they pursue the culprit.
- Characters risk professional or personal consequences if they pursue the culprit.
- Crime in question was a smokescreen for a greater conspiracy.

Two Essential Rules of Investigation

- **No Hard Answers:** Let players have some say in the *Clues* they establish.
- **No Binary Rolls:** Failure still finds *Clues* and solves mysteries but offer no dice bonuses.

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Quick Reference

- **Goals:** State what character wants from target
- **Scope:** Determine *Doors*: **Lower of Resolve or Composure** + situational *Doors* (see below)
- **Impressions:** Determines interval. Establish first *Impressions* (Can change)
- **Opening Doors:** Each interval roll a Skill to open. Can be Instant, Contested, or Resisted.

Roll Results

Dramatic Failure: Social Maneuver fails utterly.

Failure: Cumulative -1 penalty on further rolls. May worsen Impression by one (-1), if so take a Beat.

Success: One (1) *Door* opens. *Doors* open one by one, extra successes do not open more doors.

Exceptional Success: Two (2) *Doors* open.

Doors = Lower of Resolve or Composure, plus:

If the goal...	Doors
Would be a breaking point	+2 Doors
Would prevent resolving Aspiration	+1 Door
Would act in opposition to Virtue	+1 Door
Includes offer (with clear path/reasoning) to help target achieve an Aspiration.	-1 Door
*if above Aspiration presents an opportunity and you pull out of offer:	Close 2 open Doors

Impressions Determine interval between rolls:

Impression	Interval
Perfect *	One Turn
Excellent **	One Hour
Good ***	One Day
Average	One Week
Hostile ****	Cannot Roll

* Same as Excellent but also requires Leverage or Vice

** Requires roll to influence situation

*** No roll if First Impression, roll if attempted later

**** From tense First Impressions or Threatening pitches, require Manipulating the impression or Forcing *Doors*.

Modify Impression If...	Impression
Offer tempts target's Vice	Up One
Target agrees to Soft Leverage (gift/bribe, target gains use of a Merit for a time)	Up One
Roll to Open Door fails (opt.), take a beat	Down One

Forcing Doors

State character's goal and approach, roll immediately. **Penalty** = current number of *Doors*. Target contests as normal. Leads to burnt bridges and missed opportunities.

Roll Results

Failure: Target immune to further efforts at *Social Maneuvering* from same Character.

Success: Resolution as normal.

Hard Leverage

Threats, drugging, intimidation, blackmail, or other heavy-handed forms of coercion for Forcing *Doors*. If Forced Door would cause *Breaking Point*:

If Modifier (without Integrity Mod)...	Doors
Is greater than -2	-1 Door
Is -3 or Less	-2 Doors

Resolution

Aggressor opens the final Door and the target must act. If target is a Player Character than Player chooses:

- **Go With the Flow:** Does requested, take a beat.
- **Offer Alternative:** Beneficial Alternative and a Condition for target agreed upon by Players.

Successive Efforts

Social Maneuvering same target in the future:

If previous maneuver...	Doors
Was Successful	-1 Door
Was Failed or used Hard Leverage	+2 Doors

Influencing Groups

Requires at least an excellent level *Impression*, or Forcing *Doors*, unless the group meets regularly.

Doors = **Highest Resolve or Composure** in the group.

Storyteller determines three Aspirations, a Virtue, Vice, and relative Integrity score for the group.

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